

### ABSTRACT OF THE DISCLOSURE

An interface preparation system for preparing a graphical user interface that accepts as an entry the manipulation by a user of objects included on an input screen on a display device, which contains an object definition file for defining a function of an object for input and a display form for the object depicted on the display device; an object window in which the object is depicted on the display device as is defined by the object file; and an event processor for detecting an event that has occurred in response to the manipulation of the object by a user, and for performing a process corresponding to the event; wherein the function of the object and the description of the display form for the object are written in the object definition file for each unit page that is prepared in accordance with a specific entry, in order to design the input screen.